AMENDMENTS TO THE CLAIMS

- (Currently Amended) A method comprising:
 receiving, at a server, a request for a data stream from a client;
 sampling one or more portions of the requested data stream by the server;
 predetermining content of a data stream prior to receiving a request for the data
 stream;
 - generating, at the server, one or more fingerprint blocks based on that correspond

 to the predetermined contentone or more server sampled potions of the

 data stream;
 - transmitting the <u>one or more</u> fingerprint blocks <u>and the requested data stream</u> via

 a first connection prior to the client receiving the request;
 - sampling one or more portions of the data stream by the client receiving the request for the data stream;
 - generating, at the client, one or more fingerprint blocks that correspond to the one or more client sampled potions of the data stream; and
 - or more fingerprint blocks generated at the server with the one
 or more fingerprint blocks generated at the client to verify validity of the
 requested data streamtransmitting the data stream in response to the
 request via a second connection, wherein the transmitting of the data
 stream includes simultaneous transmission or delayed transmission.
- (Currently Amended) The method of claim 1, further comprising upon
 verification of the requested data stream, communicating a valid status message to
 the server sampling portions of the data stream according to sampling parameters.

3. (Currently Amended) The method of claim 1, wherein generating the one or more fingerprint blocks comprises generating cyclic redundancy check (CRC) values for the sampled one or more portions of the data stream.

Claims 4-27 (Cancelled)

28. (Currently Amended) An article of manufacture comprising a machine readable medium having instructions which when executed by a machine, cause a-the machine to:

receive, at a server, a request for a data stream from a client;

sample one or more portions of the requested data stream by the server;

predetermine content of a data stream prior to receiving a request for the data stream;

- generate, at the server, one or more fingerprint blocks based on that correspond to

 the predetermined contentone or more server sampled potions of the data

 stream;
- transmit the <u>one or more fingerprint blocks and the requested data stream</u> via a

 first connection prior to the client receiving the request;
- sample one or more portions of the data stream by the clientreceive the request for the data stream:
- generate, at the client, one or more fingerprint blocks that correspond to the one or more client sampled potions of the data stream; and

compare the one or more fingerprint blocks generated at the server with the one or

more fingerprint blocks generated at the client to verify validity of the

requested data streamtransmit the data stream in response to the request

via a second connection, wherein the transmitting of the data stream

includes simultaneous transmission or delayed transmission.

- 29. (Currently Amended) The article of manufacture of claim 28, wherein the instructions when further executed by the machine, cause the machine to generate fingerprint blocks further cause the machine to generate cyclic redundancy check (CRC) values for the sampled one or more portions of the data stream.
- 30. (Currently Amended) The article of manufacture of claim 29, wherein the instructions when further executed by the machine, cause the machine to upon verification of the requested data stream, communicate a valid status message to the server wherein the sampled portions are sampled via sampling parameters for sampling portions of the data stream.
- 31. (New) A system comprising:

a server system to

receive a request for a data stream from a client system,
sample one or more portions of the requested data stream,
generate one or more fingerprint blocks that correspond to the one or more
server sampled potions of the data stream, and

transmit the one or more fingerprint blocks and the requested data stream to the client system; and

the client system to

sample one or more portions of the data stream,

generate one or more fingerprint blocks that correspond to the one or more client sampled potions of the data stream, and

compare the one or more fingerprint blocks generated at the server with

the one or more fingerprint blocks generated at the client to verify
validity of the requested data stream.

- 32. (New) The system of claim 31, wherein the client system, upon verification of the requested data stream, is further to communicate a valid status message to the server system.
- 33. (New) The system of claim 31, wherein the client system, upon failed verification of the requested data stream, is further to communicate an error message to the server system.